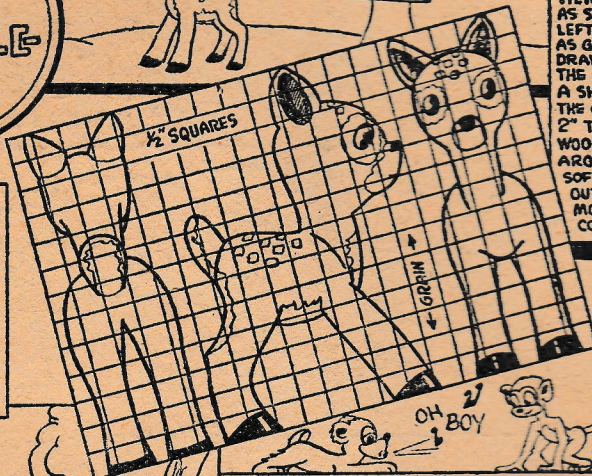
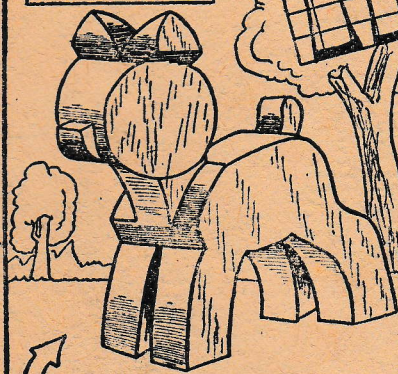


FAWN WHITTLE- CRAFT

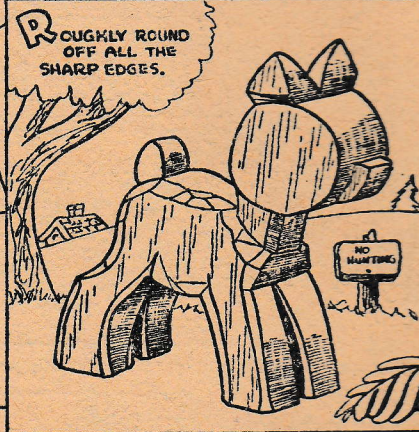
MARK OUT THE LEGS, NECK AND TAIL AND SAW OFF THE WASTE PIECES. IT IS BETTER NOT TO CUT OFF TOO MUCH, BUT LEAVE ON A LITTLE EXTRA MATERIAL. THIS EXTRA WOOD CAN BE WHITTLED OFF LATER. ROUGH OUT THE EARS ALSO. CONSULT THE MASTER PLAN FOR PROPER SIZES.



SQUARE OFF A PIECE OF CARD-BOARD - $5\frac{1}{2}'' \times 6\frac{1}{2}''$ - INTO $\frac{1}{2}''$ SQUARES. SKETCH IN THE SIDE VIEW OF THE DEER AS SHOWN AT THE LEFT. USE THE SQUARES AS GUIDES IN YOUR DRAWING. CUT OUT THE DRAWING WITH A SHARP KNIFE. LAY THE CUTOUT ON A $2''$ THICK BLOCK OF WOOD AND TRACE AROUND IT WITH A SOFT PENCIL. CUT OUT THE ROUGH MODEL WITH A COPING SAW.



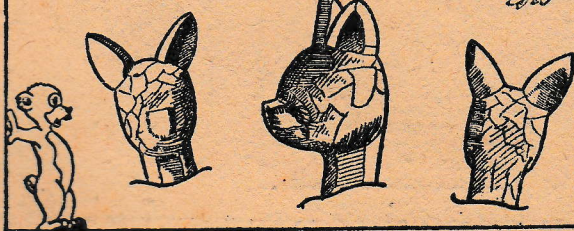
THIS IS HOW THE MODEL SHOULD LOOK AFTER SAWING AND ROUGHING OUT THE MAIN PARTS.



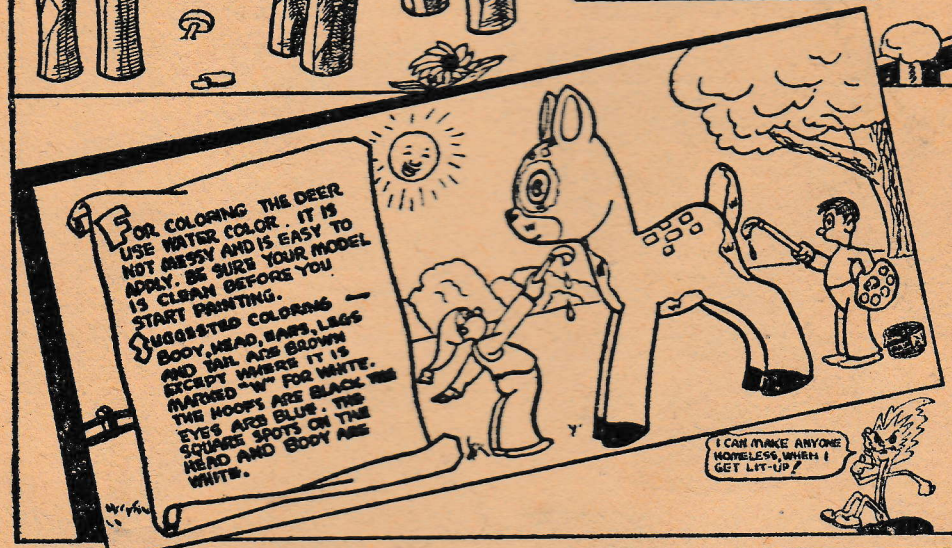
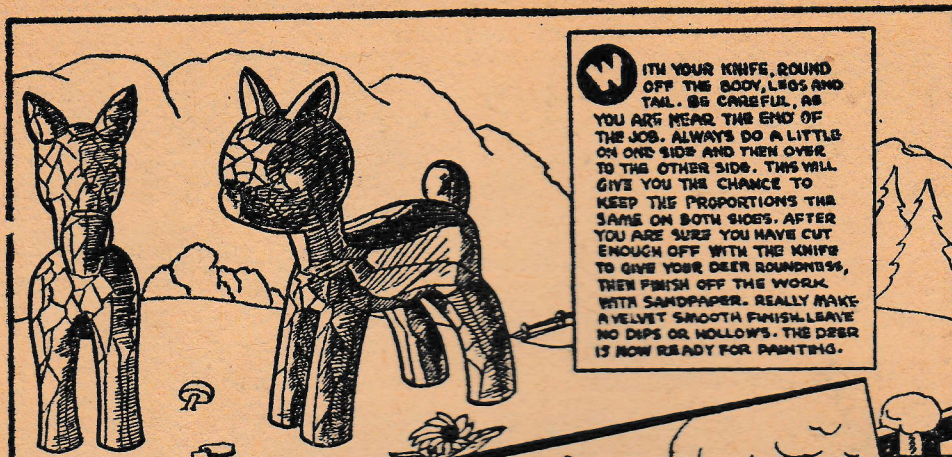
ROUGHLY ROUND OFF ALL THE SHARP EDGES.



THE HEAD AND EARS



SHAP E OUT THE EARS AS SKETCHED IN THIS BLOCK. ROUND OFF THE HEAD AND NOSE. GENTLY BLEND THE NOSE INTO THE HEAD WITH A VERY SMALL CURVE. BE CAREFUL AND DO NOT CUT TOO MUCH OFF WITH KNIFE AT ANY TIME.



FUN

UNSCRAMBLE THE LETTERS IN THE MAPLE LEAF TO SPELL THE CAPITAL OF CANADA.

A
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|---|---|---|---|---|
| W | R | O | B | H |
| E | R | Y | E | R |
| B | E | R | N | T |
| H | T | E | S | O |

FIND THE NAMES OF TEN BOYS IN THIS SQUARE. START AT ANY ADJOINING AND GO TO ANY ADJOINING SQUARE — UP, DOWN OR ACROSS — UNTIL A NAME IS SPELLED OUT. DO NOT ENTER THE SAME SQUARE TWICE TO FORM A SINGLE WORD. TONY IS WORKED OUT AS A SAMPLE.

PLACE 16 DOTS ON A PIECE OF PAPER AND TRY TO ENCLOSE THEM WITH LOOPS AS SHOWN HERE. YOU CANNOT GO OVER A LINE TWICE.